AMENDMENTS TO THE CLAIMS:

This listing of claims replaces all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (Currently Amended) A method of selecting a target object in virtual three-dimensional space, comprising:

identifying objects, including the target object, in the virtual three-dimensional space;

determining distances between the objects and a point in the virtual three-dimensional space;

prioritizing the ~~object~~ objects based on the distances and identities of the objects; and

selecting the target object from among the objects based on priority.

2. (Currently Amended) The method of claim 1, wherein the objects comprise one or more of a link object and a non-link object.

3. (Currently Amended) The method of claim 2, wherein prioritizing comprises assigning a higher priority to the non-link ~~objects~~ object than to the link ~~objects~~ object if the distances meet a predetermined criterion.

4. (Original) The method of claim 1 wherein:

the objects include a link object; and

prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

5. (Original) The method of claim 4, wherein the predetermined distances comprises 0x1000000.

6. (Original) The method of claim 1, wherein identifying comprises distinguishing between a link object and a non-link object.

7. (Original) The method of claim 1, further comprising:

receiving coordinates based on a user input; and

locating the objects in the virtual three-dimensional space based on the coordinates.

8. (Original) The method of claim 1, wherein determining the distances comprises obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three-dimensional space for the point.

9. (Currently Amended) An apparatus for selecting a target object in virtual three-dimensional space, comprising:

a memory that stores executable instructions; and

a processor that executes the instructions to:

identify objects, including the target object, in the virtual three-dimensional space;

determine distances between the objects and a point in the virtual three-dimensional space;

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prioritize the objects based on the distances and identities of the objects; and

select the target object form among the objects based on priority.

10. (Currently Amended) The apparatus of claim 9, wherein the objects comprise one or more of a link object and a non-link object.

11. (Currently Amended) The apparatus of claim 9, wherein prioritizing comprises assigning a higher priority to the non-link ~~objects~~ object than to the link ~~objects~~ object if the distances meet a predetermined criterion.

12. (Currently Amended) The apparatus of claim 9, wherein:

the objects include a link ~~objects~~ object; and

prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

13. (Original) The apparatus of claim 9, wherein the predetermined distances comprises 0x1000000.

14. (Currently Amended) The apparatus of claim 9, wherein identifying comprises distinguishing between a link object and a non-link object.

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15. (Original) The apparatus of claim 9, wherein the processor executes instructions to:

receive coordinates based on a user input; and

locate the objects in the virtual three-dimensional space based on the coordinates.

16. (Original) The apparatus of claim 9, wherein determining the distances comprises obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three dimensional space for the point.

17. (Currently Amended) An article comprising a computer-readable medium that stores executable instructions for selecting a target object in virtual three-dimensional space, the instructions causing a machine to:

identify objects, including the target object, in the virtual three-dimensional space;

determine ~~distance~~ distances between the objects and a point in the virtual three-dimensional space;

prioritize the objects based on the distances and identities of the objects; and

select the target object from among the objects based on priority.

18. (Currently Amended) The article of claim 17, wherein the objects comprise one or more of a link object and a non-link object.

19. (Currently Amended) The article of claim 17, wherein prioritizing comprises assigning a higher priority to the non-link objects than to the link objects if the distances meet a predetermined criterion.

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20. (Original) The article of claim 17, wherein:

the objects include a link object; and

prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

21. (Original) The article of claim 17, wherein the predetermined distance comprises 0x1000000.

22. (Original) The article of claim 17, wherein identifying comprises distinguishing between a link object and a non-link object.

23. (Original) The article of claim 17, wherein the article further comprises instructions to:

receive coordinates based on a user input; and

A1 locate the objects in the virtual three-dimensional space based on the coordinates.

24. (Original) The article of claim 17 wherein determining the distances comprises obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three-dimensional space for the point.